Weapons

Weapons	CC		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
Auto Pistol	+1	4	0	4						
Notes: One Handed										
Auto Shotgun	-1	5	+1	4	-1	4				
Notes: Two Handed										
Battleshield										
Notes: One Handed, -1 mod to Dam roll when attacked from the front										
Blaster	0(x2)	4	0(x2)	4						
Notes: One Handed										
Cestus	0	6(x sp)								
Notes: One Handed, Melee, Armour Piercing (3), for every 2 clear points passed the 'to hit' value add 1 to the Dam multiplier (always assume a base of x1) and a natural '10' gives a x3 multiplier.										
Combat Blade	0	S								
Notes: One Handed, Melee										
Flame Thrower										
Notes: Two Handed, Incendiary, Direct Template Weapon – Large Teardrop, Dam 5										
Gauss Carbine	0	5	+1	5	-1	5				
Notes: One Handed										
Gauss Rifle	-1	5	0	5	0	5				
Notes: Two Handed										
Chain Gun	-2	6	+1(x2)	6	0	5				
Notes: Two Handed										
Colossus RMD VIII			0(x4)	8	0(x2)	8	0(x2)	8	-1	7
Notes: Mounted, Armour Piercing (6)										
Grape Gun	0(x2)	5	0(x3)	5	-1	4				
Notes: One Handed										
Grenade Launcher			0	5	-1	5	-2	5		
Notes: Two Handed, Indirect Fire, Ranged Template Weapon – Small Circular										
Ion Lance	0	5(x2)	+1	5(x2)						
Notes: Two Handed										
Ion Sword	0	5(x2)								
Notes: One Handed, Melee										
MLRS					-1	7	-2	7	-3	7
Notes: Mounted, Indirect, Ranged Template Weapon – Large Circular										
Mounted Chain Gun			+1(x3)	6	+1(x2)	5	0	5	-1	5
Notes: Mounted Weapons Team										
Mortar			0	6	-1	6	-1	6	-2	6
Notes: Mounted Weapon Team, Indirect Fire, Ranged Template Weapon – Small Circular										
Negation Shield	-1	4								
Notes: One Handed, Heavy Armour (3) and –1 mod to Dam when attacked from the front										
Rocket Launcher			-1	7(x3)	-2	7(x3)	-3	7(x3)		
Notes: Two Handed, Armour Piercing (5)										
Sniper Rifle	-1	5	+2	5	+1	5	0	4	-1	3
Notes: Two Handed										

Shooting Table

Models SH	1	2	3	4	5	6	7	8	9	10
Score to Hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

Note that a natural 1 always fails and a natural 10 always passes.

Shooting to Hit Modifiers

-1	Shooting unit has moved
-1	Size 1 target
+1	Size 4 – 5 target
+2	Size 6 – 7 target
+3	Size 8 – 9 target
-2	Speculative Shot

Close Combat Table

					Defenders AS					
Attackers AS	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Close Combat to Hit Modifiers

-2	Unit is Panicked
+1	When Charging or Counter Charging
+1	When using a weapon in each hand
+1	Defending Cover
+2	Opponent is Panicked

Damage Table

					Targets T					
Damage	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Damage Modifiers

+1	Using a weapon in each hand

Command Table

Models CD	1	2	3	4	5	6	7	8	9	10
Score to Hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

Rally Check Modifiers

-1	If enemy units within Long Range and LOS
-2	If enemy units within Medium Range and LOS
-3	If enemy units within Short Range and LOS